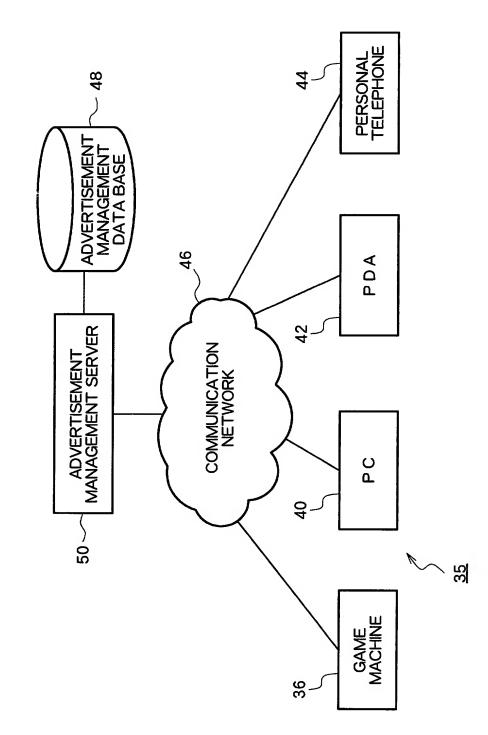
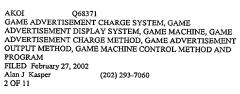
A X 1 1 4

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ADVERTISEMENT CHARGE METHOD, GAME ADVERTISEMENT
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x x 1 1 1 1 1 1



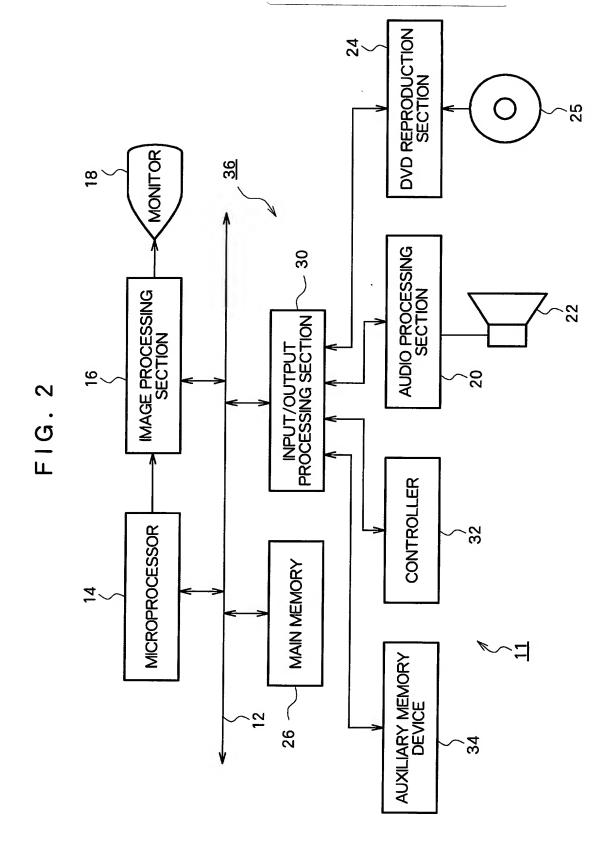


FIG. 3

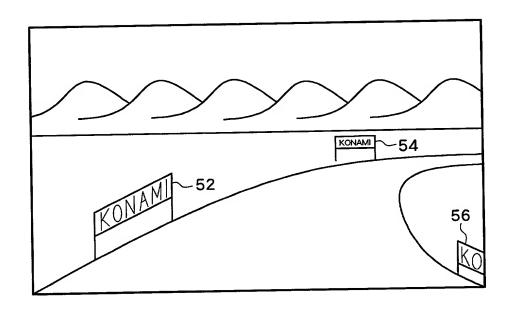
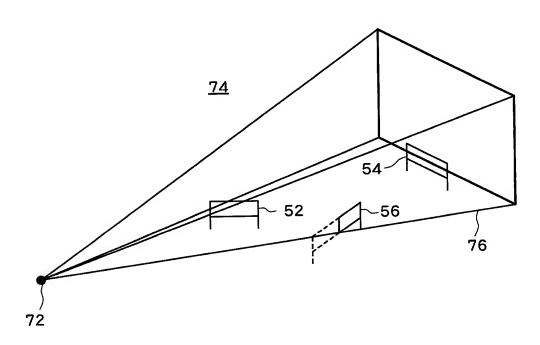


FIG. 4



* * * * * *

F1G. 5

_		Γ	
ADVERTICE		2001/1/1~2001/2/28	2001/1/1~2001/9/1
ADVERTISEMENT PLACEMENT LOCATION DATA (ADVERTISEMENT TEXT)	REPLACING POSITION)		
GAME ID	0123	0123	
IMAGE PATH GAME ID	xxx/xxx.bmp 0 1 2 3	xxx/xxy.bmp 0 1 2 3	
ADVERTISEMENT ID	001	002	

ADVERTIS	- 1	∢	υ
ADVERTISEMENT TARGET DATA		•	
ACCUMULATED CHARGE POINT	19872955	875944	
ADVERTISER ID	0987	0.987	

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4 3 3 3 C

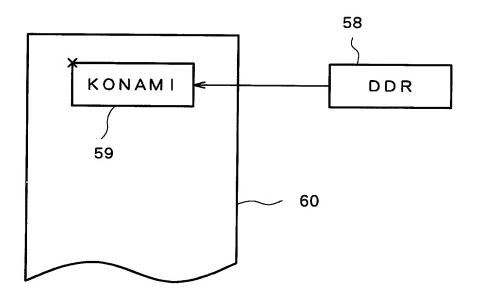
ADVERTISEMENT PERIOD	20/0/1000 1/1/1000	87/2/1007~1/1/1007	2001/1/1~2001/4/1	
ADVERTISEMENT PLACEMENT LOCATION DATA (ADVERTISEMENT TEXTURE DATA, REPLACING POSITION)	(C) C) 80000V	(), (),	AD0100, (□, □)	
IMAGE PATH	dmd xxx/xxx		xxx/xxy.bmp	
ADVERTISEMENT ID	001	•	002	

	DISPLAY	⋖	O	
	DISPLAY	121	42	
	ADVERTISEMENT POINT	305	212	
·		٨		

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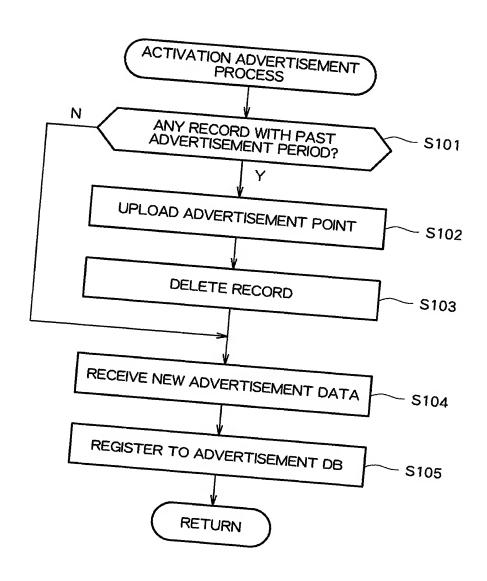
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FIG. 7



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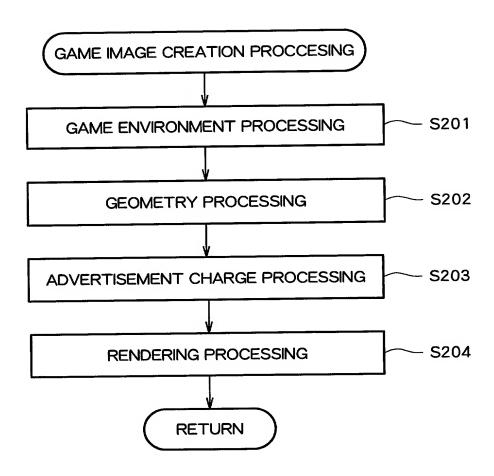
FIG. 8



A 4 6 7 6

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FIG. 9



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FIG. 10

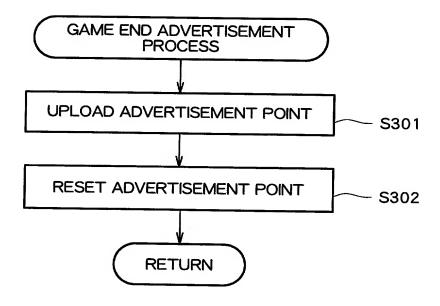
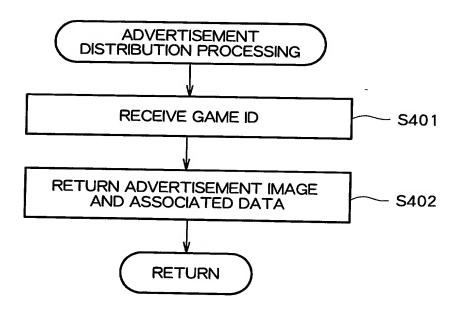


FIG. 11



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FIG. 12

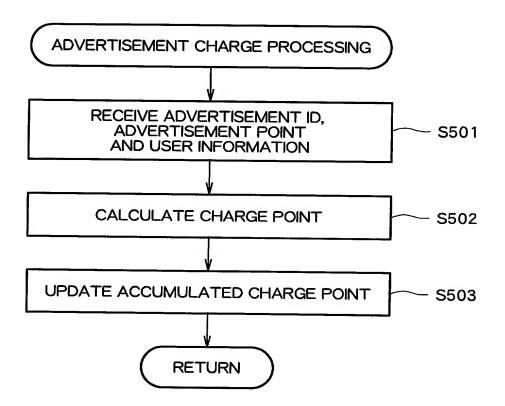
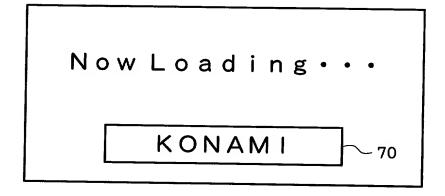


FIG. 13



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FIG. 14

